Amendment

Please replace all prior versions and listings of claims in the Application with the following Listing of Claims.

LISTING OF CLAIMS

1. (***Currently Amended***) A method, comprising:

receiving an input signal associated with a reminder event at a handheld communication device that includes a housing and a user interface member, wherein the reminder event is associated with an activity that takes place at a particular time;

determining ~~a type~~ the particular time of the reminder event; and

outputting a control signal to an actuator that is coupled to a housing of the handheld communication device, the control signal configured to cause the actuator to output a first haptic effect directly to the housing based on the ~~type~~ particular time of the reminder event, thereby imparting the first haptic effect substantially to the housing rather than the user interface member according to the particular time.

2. (***Original***) The method of claim 1 wherein the reminder event includes one of an appointment, a meeting, and a pre-scheduled activity.

3. (***Canceled***)

4. (***Canceled***)

5. (***Currently Amended***) A method, comprising:

receiving an input signal associated with a status event at a handheld communication device;

determining a type of the status event; and

outputting a control signal to an actuator, wherein the actuator is coupled to a housing of the handheld communication device, and wherein the control signal includes a haptic code programmed to cause the actuator to output at a prescribed time after receiving the input signal a first haptic effect to the housing based on the type of the status event, wherein the prescribed time is programmed by the haptic code.

6. (***Original***) The method of claim 5 wherein the status event includes one of an advertisement event, a business-transaction event, a one-to-one marketing event, a stock-trading event, a weather-forecast event, an entertainment event, a sports event, and an emergency event.

7. (***Canceled***)

8. (***Original***) The method of claim 5 further comprising extracting a haptic code from the input signal, the control signal being based at least in part on the haptic code.

9. (***Canceled***)

10. (***Currently Amended***) A computer-readable medium containing executable instructions when executed cause a data processing system to:

receive an input signal associated with a reminder event at a handheld communication device that includes a housing and a user interface member, wherein the reminder event is associated with an activity that takes place at a particular time;

determine ~~a type~~ the particular time of the reminder event; and

output a control signal to an actuator that is coupled to the housing of the handheld communication device, the control signal configured to cause the actuator to output a first haptic effect directly to the housing based on the ~~type~~ particular time of the reminder event, thereby imparting the first haptic effect substantially to the housing rather than the user interface member according to the particular time.

11. (***Original***) The computer-readable medium of claim 10 wherein the reminder event includes one of an appointment, a meeting, and a pre-scheduled activity.

12. (***Canceled***)

13. (***Previously Presented***) The computer-readable medium of claim 10, the instructions when executed further cause the data processing system to generate a plurality of control signals, each control signal being associated with a haptic effect.

14. (***Currently Amended***) A computer-readable medium containing executable instructions when executed cause a data processing system to:

receive an input signal associated with a status event at a handheld communication device;

determine a type of the status event; and

output a control signal to an actuator, wherein the actuator is coupled to a housing of the handheld communication device, and wherein the control signal includes a haptic code programmed to cause the actuator to output at a prescribed time after receiving the input signal a first haptic effect to the housing based on the type of the status event, wherein the prescribed time is programmed by the haptic code.

15. (***Original***) The computer-readable medium of claim 14 wherein the status event includes one of an advertisement event, a business-transaction event, a one-to-one marketing event, a stock-trading event, a weather-forecast event, an entertainment event, a sports event, and an emergency event.

16. (***Canceled***)

17. (***Previously Presented***) The computer-readable medium of claim 14, wherein the instructions when executed further cause the data processing system to extract a

haptic code from the input signal, the control signal being based at least in part on the haptic code.

18 - 19. (***Canceled***)

20. (***Currently Amended***) An apparatus, comprising:

a housing;

a user interface member;

a processor; and

an actuator coupled to the housing and in communication with the processor, wherein the processor is configured to:

receive an input signal associated with a reminder event, wherein the reminder event is associated with an activity that takes place at a particular time;

determine ~~a type~~ the particular time of the reminder event; and

output a control signal to the actuator, the control signal configured to cause the actuator to output a first haptic effect directly to the housing based on the ~~type~~ particular time of the reminder event, thereby imparting the first haptic effect substantially to the housing rather than the user interface member according to the particular time.

21. (***Previously Presented***) The apparatus of claim 20 wherein the apparatus includes a handheld communication device.

22. (***Original***) The apparatus of claim 21 wherein the handheld communication device includes one of a cellular phone, a satellite phone, a cordless phone, a personal digital assistant, a pager, a two-way radio, a portable computer, a game console controller, a personal gaming device, and an MP3 player.

23. (***Original***) The apparatus of claim 20 wherein the type of the reminder event includes one of an appointment, a meeting, and a pre-scheduled activity.

24. (***Canceled***)

25. (***Previously Presented***) The apparatus of claim 20, further comprising a memory that stores a haptic lookup table, the first haptic effect being based on the haptic lookup table.

26. (***Currently Amended***) An apparatus, comprising:

a housing;

a user interface member;

a processor; and

an actuator coupled to the housing and in communication with the processor, wherein the processor is configured to:

receive an input signal associated with a status event at the apparatus;

determine a type of the status event; and

output a control signal to the actuator, and wherein the control signal includes a haptic code programmed to cause the actuator to output at a prescribed time after receiving the input signal a first haptic effect to the housing based on the type of the status event, wherein the prescribed time is programmed by the haptic code.

27. (***Previously Presented***) The apparatus of claim 26 wherein the apparatus includes a handheld communication device.

28. (***Original***) The apparatus of claim 27 wherein the handheld communication device includes one of a cellular phone, a satellite phone, a cordless phone, a personal digital assistant, a pager, a two-way radio, a portable computer, a game console controller, a personal gaming device, and an MP3 player.

29. (***Original***) The apparatus of claim 26 wherein the status event includes one of an advertisement event, a business-transaction event, a one-to-one marketing event, a

stock-trading event, a weather-forecast event, an entertainment event, a sports event, and an emergency event.

30. (***Canceled***)

31. (***Currently Amended***) The method of claim 1, ~~further comprising: determining a source of the reminder event,~~ wherein the control signal is further configured to cause the actuator to output a second haptic effect ~~based on the source~~, and wherein at least a portion of the first haptic effect and the second haptic effect are output at a same time to convey the reminder event.

32. (***Previously Presented***) The method of claim 5, ~~further comprising: determining a source of the status event,~~ wherein the control signal is further configured to cause the actuator to output a second haptic effect ~~based on the source~~, and wherein at least a portion of the first haptic effect and the second haptic effect are output at a same time to convey the status event.

33. (***Previously Presented***) The computer-readable medium of claim 10, ~~the instructions when executed further cause the data processing system to: determine a source of the reminder event,~~ wherein the control signal is further configured to cause the actuator to output a second haptic effect ~~based on the source~~, and wherein at least a portion of the first haptic effect and the second haptic effect are output at a same time to convey the reminder event.

34. (***Previously Presented***) The computer-readable medium of claim 14, ~~the instructions when executed further cause the data processing system to: determine a source of the status event,~~ wherein the control signal is further configured to cause the actuator to output a second haptic effect ~~based on the source~~, and wherein at least a portion of the first haptic effect and the second haptic effect are output at a same time to convey the status event.

35. (***Previously Presented***) The apparatus of claim 20, ~~the processor further configured to: determine a source of the reminder event,~~ wherein the control signal is further configured to cause the actuator to output a second haptic effect ~~based on the source~~, and wherein at least a portion of the first haptic effect and the second haptic effect are output at a same time to convey the reminder event.

36. (***Previously Presented***) The apparatus of claim 26, ~~the processor further configured to: determine a source of the status event,~~ wherein the control signal is further configured to cause the actuator to output a second haptic effect ~~based on the source~~, and wherein at least a portion of the first haptic effect and the second haptic effect are output at a same time to convey the status event.